WARHAMMER
AGE OF SIGMAR

DEATH BATTLETOME

RAVENLORD'S CULT

BATTLE TRAITS

Ravenlord's Cult armies can use the following abilities:

Reaction: A friendly CULTIST unit is destroyed

EMPOWERED IN SACRIFICE: *The Ravenlord and his noble corvus draw power from the death of their followers.*

Effect: Each friendly CORVUS units wholly within 12" of the last model removed in this unit gains the EMPOWERED IN SACRIFICE keyword.

Once Per Turn (Army), Your Hero Phase 1

ON RAVEN'S WINGS: *The swiftness of ravens brings a rapid death to those opposing the cult.*

Declare: Pick a friendly The Ravenlord's Cult unit to be the target.

Effect: For the rest of the turn, the target can use CHARGE and SHOOT abilities even if it used a RUN or RETREAT ability.
In addition, the target gains the FLY keyword for the rest of the turn, if it already has the FLY keyword, add 2" to the target's move characteristic for the rest of the turn instead.

Once Per Battle (Army), Deployment Phase

THE PREY: *Tonight, we join the hunt.*

Declare: Pick an enemy unit on the battlefield to be the PREY.

Effect: Add 1 to the rend characteristic of friendly The Ravenlord's Cult units' attacks that target a PREY.

BATTLE FORMATIONS

You can pick 1 of the following battle formations for a **Ravenlord's Cult** army. Each battle formation grants a different ability you can use in the battle.

EARLY SACRIFICE

Once Per Battle (Army), Deployment Phase

EARLY SACRIFICE: *A bloody ritual before the battle begins may give the cult a significant advantage.*

Declare: Pick a friendly CORVUS unit.

Effect: This unit gains the EMPOWERED IN SACRIFICE keyword.

ALL FEED THE LORD

Once Per Turn (Army), End of Any Turn

ALL FEED THE LORD: *The names of the livings have no meaning in death, the Ravenlord will consume us all.*

Declare: Pick up to 3 friendly CULTIST units in combat to be SACRIFICED, every enemy unit in combat with a SACRIFICED unit is a target.

Effect: Inflict D3 mortal damage to each SACRIFICED unit, ward rolls cannot be made. Then, roll a D3 for each target, on a 2+ inflict an amount of mortal damage to the target equal to the roll.

RAVENLORD'S PROTECTION

Reaction: A friendly The Ravenlord's Cult unit destroyed an enemy unit using a fight ability

THE RAVENLORD'S PROTECTION: *On rare occasions, the Lord delays the death of his disciples, but only if more will die as a result.*

Effect: This unit gains the WARD (6+) keyword, if it already had the WARD (6+) keyword, it gains the WARD (5+) keyword instead.

TALONS OF DAMNATION

Passive

TALONS OF DAMNATION: *Corvus are noble vessels of the night's will.*

Effect: Add 1 to the Attacks characteristic of weapons used by friendly CORVUS units if they charged in the same turn.

PRAYER LORE

THE LORD'S COMMANDS

Your Hero Phase 5

DIVINE SHADOW: *The cult thrives in the darkness of night.*

Declare: Pick a friendly The Ravenlord's Cult to chant this prayer, pick a visible friendly The Ravenlord's Cult unit wholly whitin 12" of the caster to be the target , then make a casting roll of D6.

Effect: The target is obscured until the start of your next turn. In addition, if the chanting roll was 10+, substract 1 from hit roll against the target until the start of your next turn.

KEYWORDS Prayer

Your Hero Phase 4

BLOOD FOR BLOOD: *Death Priests approaching death grow stronger as they get closer to their master.*

Declare: Pick a friendly The Ravenlord's Cult to chant this prayer, pick a visible enemy unit whitin 18" of the caster to be the target , then make a casting roll of D6.

Effect: Roll a dice for every damage point this unit has, for each 5+ inflict 1 mortal damage to the target. If the chanting roll was 8+, add 1 to the result of these rolls.

KEYWORDS Prayer, Unlimited

Your Hero Phase 5

THE LORD'S FURY: *A flurry of blades and talons awaits those who oppose his will.*

Declare: Pick a friendly The Ravenlord's Cult to chant this prayer, pick a visible friendly The Ravenlord's Cult unit wholly whitin 12" of the caster to be the target , then make a casting roll of D6.

Effect: For the rest of the turn, the target scores critical hits on 5+, if the chanting roll was 8+, this effect last until the start of your next turn instead.

KEYWORDS Prayer

• THE RAVENLORD'S CULT WARSCROLL •

RAVENLORD'S AVATAR

THE LORD'S COMMANDS

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Dark Feather Storm	10"	2D6	3	3	1	1	Shoot in Combat
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**	**Ability**
All Devouring Maw		1	4	2	3	4	-
Ravenlord's Black Talons		7	4	2	2	3	Crit (2 Hits)

Unit's details :

- ***1 model***
- ***580 points***
- ***0-1 High Cultist***
- ***Any The Ravenlord's Cult***

Passive

BATTLE DAMAGED:

Effect: While this unit has 10 or more damage points, the Attacks characteristic of Ravenlord's Black Talons is 5.

Your Hero Phase

5

VISIONS OF THE LORD: *Visions of a giant raven, as dark as night, pierces effortlessly through weak minds.*

Declare: Pick a visible enemy unit within 12" of this unit to be the target, then make a chanting roll of D6.

Effect: The target has STRIKE-LAST for the rest of the turn. If the chanting roll was 10+, the target has STRIKE-LAST until the start of your next turn instead.

KEYWORDS Prayer

End of Any Turn

SACRED FEAST: *In the image of the Lord, its Avatar feeds on death.*

Declare: You can use this ability if this unit is EMPOWERED IN SACRIFICE and at least one model was slain by this unit using a fight ability this turn.

Effect: Heal (D6) this unit.

Once Per Battle, Your Charge Phase

HOPELESS NIGHT: *If you ever see the darkness of night rising around you while facing the cult, pray to whatever god you know ... another one is coming for you.*

Declare: Pick any number of friendly The Ravenlord's Cult units on the battlefield to be the targets.

Effect: Add 2 to charge rolls for the targets for the rest of the turn.

Reaction: This unit destroyed an enemy unit using a fight ability

EMPOWERED IN SLAUGHTER:

Effect: Each friendly CORVUS unit wholly within 12" of this unit gains the EMPOWERED IN SACRIFICE keyword.

Keywords

WARMASTER, UNIQUE, HERO, MONSTER, PRIEST (2), FLY, WARD (5+)

DEATH, THE RAVENLORD'S CULT, CORVUS

• THE RAVENLORD'S CULT WARSCROLL •

DEATH PRIEST

ON NIGHTBRINGER

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Death Caw	12"	1	4	2	1	D6	-
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**	**Ability**
Ritual Dagger		3	4	4	1	D3	-
Powerful Talons		7	4	3	2	2	Crit (2 Hits), Charge (+1 Damage)

Unit's details :

- ***1 model***
- ***340 points***
- ***Any The Ravenlord's Cult***

Once Per Battle, Start of Your Turn

THE HUNT CONTINUES: *As long as there are things to kill, the night won't end.*

Declare: You can use this ability if there are no enemy PREY unit on the battlefield, pick an enemy unit on the battlefield to be the target.

Effect: The target becomes a PREY.

Passive

DARK POWERS: *As their fellow offer their lives, the death priests feel a dark power take over.*

Effect: While this unit is EMPOWERED IN SACRIFICE, add 1 to its power level.

Keywords

HERO, PRIEST (1), FLY, MONSTER, WARD (6+)

DEATH, THE RAVENLORD'S CULT, CORVUS

• THE RAVENLORD'S CULT WARSCROLL •

FEATHER LORD

ON NIGHTBRINGER

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Death Caw	12"	1	4	2	1	D6	-
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**	**Ability**
Great Feathered Scythe		5	3	3	1	2	Crit (2 Hits), Anti-Infantry (+1 Rend)
Powerful Talons		7	4	3	2	2	Crit (2 Hits), Charge (+1 Damage)

Unit's details :

- ***1 model***
- ***360 points***
- ***Any The Ravenlord's Cult***

Reaction: You declared a Fight ability for this unit

UNKINDNESS OF BEASTS: *A warrior who fused with a Nightbringer proved himself worthy of leading Corvus into battle.*

Declare: Pick a friendly non-hero CORVUS unit that has not used a FIGHT ability this turn and is within this unit's combat range to be the target.

Effect: The target can be picked to use a FIGHT ability immediatly after the FIGHT ability used by this unit has been resolved.

Passive

A QUICK DEATH: *Nightbringers are nightmarish creatures, but they are not cruel, they kill quickly.*

Effect: While this unit is EMPOWERED IN SACRIFICE, it has STRIKE-FIRST.

Keywords

HERO, FLY, MONSTER, WARD (6+)

DEATH, THE RAVENLORD'S CULT, CORVUS

• THE RAVENLORD'S CULT WARSCROLL •

DEATH PRIEST

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Skull Staff	3	4	4	1	2	-

Unit's details :

- ***1 model***
- ***110 points***
- ***Any CULTIST***
- ***Can join another regiment as a High Cultist***

Once Per Turn (Army), Your Hero Phase

BLOOD OFFERING: *Bathed in blood, their fury is unstoppable.*

Declare: Pick a visible friendly CULTIST unit wholly whitin 12" of this unit to be the OFFERING, then pick another visible friendly The Ravenlord's Cult unit wholly whitin12" of this unit to be BLOODY.

Effect: Inflict 1 mortal damage to the OFFERING, ward roll cannot be made, then add 1 to wound rolls for the BLOODY unit's attack for the rest of the turn.

Keywords

HERO, PRIEST (1), INFANTRY

DEATH, THE RAVENLORD'S CULT, CULTIST

• THE RAVENLORD'S CULT WARSCROLL •

FEATHER LORD

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Feathered Scythe	5	3	3	1	2	Crit (2 Hits)

Unit's details :

- ***1 model***
- ***120 points***
- ***Any CULTIST***
- ***Can join another regiment as a High Cultist***

Reaction: You declared a Fight ability for this unit

UNKINDNESS OF WARRIORS: *When feathered warriors fight together, a storm of blades is unleashed.*

Declare: Pick a friendly non-hero CULTIST unit that has not used a FIGHT ability this turn and is within this unit's combat range to be the target.

Effect: The target can be picked to use a FIGHT ability immediatly after the FIGHT ability used by this unit has been resolved. If it is picked to do so, the target's melee weapons have CRIT 2 HIT for the rest of the turn.

Once Per Turn (Army), End of Any Turn

GROWING NIGHT: *The Ravenlord grants power to his most renowned warriors, leading them to a bloody death.*

Declare: You can use this ability if at least one model was slain by this unit's attacks this turn.

Effect: Roll a dice, on a 3+ add 1 to the Attacks characteristic of this unit's FEATHERED SCYTHE for the rest of the turn.

Keywords

HERO, INFANTRY

DEATH, THE RAVENLORD'S CULT, CULTIST

• THE RAVENLORD'S CULT WARSCROLL •

FEATHER WARRIORS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Feathered Blades	3	3	3	1	2	-

Unit's details :

- ***3 model***
- ***180 points***

Any Charge Phase

DEATH DESCENT:

Declare: If this unit charged this turn, pick an enemy unit within 1" of it to be the target.

Effect: Roll a D3, on a 2+ inflict an amount of mortal damage to the target equal to the roll.

Keywords

INFANTRY, CHAMPION

DEATH, THE RAVENLORD'S CULT, CULTIST

• THE RAVENLORD'S CULT WARSCROLL •

DEATH CULTISTS

WITH RITUAL BLADES

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Ritual blades	3	4	4	-	1	-

Unit's details :

- ***7 model***
- ***100 points***

Passive

BLOOD CRAVING BLADES:

Effect: Add 1 to the rend characteristic of this unit's RITUAL BLADES for attacks that target a damaged unit.

Keywords	INFANTRY, CHAMPION, MUSICIAN (1/7), STANDARD BEARER (1/7)
	DEATH, THE RAVENLORD'S CULT, CULTIST

• THE RAVENLORD'S CULT WARSCROLL •

DEATH CULTISTS

WITH RITUAL BOWS

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Ritual Bows	18"	3	4	4	-	1	-
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**	**Ability**
Hidden daggers		1	4	4	-	1	

Unit's details :

- ***7 model***
- ***110 points***

Passive

STRIKING FROM THE SHADOW: *A volley of arrows coming from the dark is far deadlier.*

Effect: While this unit is obscured, its RITUAL BOWS range characteristic is not halved and add 1 to wound rolls made with this weapon.

Keywords

INFANTRY, CHAMPION, MUSICIAN (1/7), STANDARD BEARER (1/7)

DEATH, THE RAVENLORD'S CULT, CULTIST

• THE RAVENLORD'S CULT WARSCROLL •

FLAYED OFFERINGS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Bloody Nails	1	5	5	-	1	-

Unit's details :

- ***9 model***
- ***70 points***

Any Combat Phase

DESPERATE CRIES: *The poor souls that are not offered in sacrifice by a quick death suffer a way more brutal destiny.*

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect: Roll a dice, on a 3+ everytime the target is picked to use a FIGHT ability this phase, at least of of its attacks must target this unit if possible.

Keywords

INFANTRY, CHAMPION

DEATH, THE RAVENLORD'S CULT, CULTIST

• THE RAVENLORD'S CULT WARSCROLL •

UNKINDNESS OF RAVENS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Beaks and Talons	3	4	5	-	1	Companion

Unit's details :

- ***9 model***
- ***90 points***

Passive

BEAST: *The poor souls that are not offered in sacrifice by a quick death suffer a way more brutal destiny.*

Effect: This unit has a maximum control score of 1.

Passive

BEASTIAL STRENGTH:

Effect: While this unit is EMPOWERED IN SACRIFICE, its BEAKS AND TALONS no longer have the COMPANION ability and have CRIT 2 HIT instead.

Keywords

BEAST, FLY, CHAMPION, WARD (6+)

DEATH, THE RAVENLORD'S CULT, CORVUS

• THE RAVENLORD'S CULT WARSCROLL •

NIGHTBRINGER

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Death Caw	12"	1	4	2	1	D6	-
MELEE WEAPONS		**Atk**	**Hit**	**Wnd**	**Rnd**	**Dmg**	**Ability**
Powerful Talons		7	4	3	2	2	Crit (2 Hits), Charge (+1 Damage)

Unit's details :

- ***1 model***
- ***240 points***

Once Per Turn (Army), End of Any Turn

ON THE HUNT: *In the deep of night, this monster tracks his prey relentlessly.*

Effect: If this unit is not in combat, it can move D6". It can move into combat.

Passive

A QUICK DEATH: *Nightbringers are nightmarish creatures, but they are not cruel, they kill quickly.*

Effect: While this unit is EMPOWERED IN SACRIFICE, it has STRIKE-FIRST.

Keywords

FLY, MONSTER, WARD (6+)

DEATH, THE RAVENLORD'S CULT, CORVUS

• THE RAVENLORD'S CULT WARSCROLL •

NIGHTBORNS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Grasp of night	5	4	4	-	1	Crit (2 Hits), Anti-Infantry (+1 Rend)

Unit's details :

- ***3 model***
- ***150 points***

Once Per Turn (Army), Any Combat Phase

JOIN US ! FEED US !: *Nightborns are formless amalgamation of dead soldier.*

Declare: Pick an enemy INFANTRY unit in combat with this unit to be the target.

Effect: Roll a dice for each model in the target. For each 5+, inflict 1 mortal damage on the target.
Add one to the result of these rolls if this unit is EMPOWERED IN SACRIFICE.

KEYWORDS Rampage

Passive

DARK OMEN:

Effect: While this unit is EMPOWERED IN SACRIFICE, substract 3 from the control score of enemy units in combat with it.

Keywords

MONSTER, CHAMPION, WARD (6+)

DEATH, THE RAVENLORD'S CULT, CORVUS